

IN 80 DAYS AROUND THE WORLD

What happened?

One evening in the Reform Club in London, an event started which would provoke all of England's interest. Philius Fogg, known as more than a little eccentric man, declared that he can travel around the world in an incredible short time – 80 days.

Nobody believed that this is possible, but Fogg throws caution to the wind and backs his claim up by betting all he owns, \$ 20,000, that he can accomplish the feat. On 2nd of October, Fogg and his butler, Passepartout, start their journey towards Paris. It is now entirely in your hands whether or not Mr. Fogg and Passepartout are successful in their attempt to win the bet, and only with your lightning fast reactions and skill, will you be able to guide them both through the many adventures that await them and save both Fogg's honour and money.

Loading instructions

C64 tape

Insert the tape side A in your recorder. Press the SHIFT & RUN-STOP keys simultaneously. Then press the PLAY button. Turn the tape for playing the game.

C64 disc

Insert side A of the floppy disc. Type

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 and press RETURN

Amiga

Insert disk 1 when the workbench-disk is desired

Atari ST

Insert disk 1 and turn on the computer.

Introduction:

Firstly, a list of all development personnel is displayed on the screen. By pressing the space bar once the title picture with the music appears. This can be broken off by pressing the space bar again. The first newspaper article is now displayed followed by a short film showing our heroes leaving to start their journey by night. All newspaper articles can, after loading is completed, be aborted by activating either space bar or fire button.

The World Map

Your position on the world map is indicated by a flashing point. The date and the last large town passed are listed on the note pad. The amount of money you still have at your disposal is displayed on the money bag under the note pad. One of the following four functions can be chosen by moving the joystick from left to right and by confirming your choice using the fire button

1. *Bribe* The form of travel currently in use is indicated by a figure in the bottom left hand corner of the world map. Bribing the captain of the ship or the locomotive driver persuades them to travel faster. The faster the sails of the ship flap, or the faster the steam rises from the locomotive, the more successful was the bribe. When bribe has been chosen three new areas appear on the screen. Using EXIT you can leave the bribe function without a bribe being carried out. The amount of bribe money can be varied by activating the fire button on the middle area and moving the joystick:

left – raises the bribe sum slowly.

right – lowers the bribe sum slowly.

By moving the joystick up or down the amount of bribe money can be varied quickly. By activating the fire button the amount of bribe money is set. By choosing the option bribe the action is carried out. The best amount of money to be used for a bribe can only be determined by playing the game several times.

2. *Cards* If cards is chosen, the same functions as by bribe apply. Exit is for leaving the card game, the middle area is for setting the amount of money to be bet, and to play the card area must be activated. Five cards are laid out on the table with only the first being face up. Now you have to guess if the next card is higher (high) or lower (low) than the last. If you lose, the card game is ended and you lose your bet. If you win your bet is doubled. This process repeats itself four times, and only when all of the cards are face up you have won and can pack your winnings into the money bag.

3. *Play* If PLAY is chosen the rate of play of the game increases and the next action level is entered immediately. The bribe function cannot be used if Play is chosen.

4. *Pause* The game is stopped until you wish to continue, by pressing the fire button. When the date on the note pad has reached 23rd of December, all of the \$ 20,000 has been used, or an action level has not been successfully completed, the game is at an end. A newspaper article appears on the action level, describing the current position of the game. If this article describes the failure of your mission, then the game is terminated. A new game is started by pressing the space bar or fire button. If an action level is successfully completed you can follow your progress on the world map.

India

Passepartout stumbles into his first adventure in mythical India. You flee into a mysterious temple seeking sanctuary. All hope of finding safety is expelled as the solid iron doors of the temple close behind you. You cannot go back through the doors. Will you be able to reach an alternative exit alive?

At the bottom of the screen a status indicator now appears. There is a time limit on every action level, which is displayed on the screen in the time space slot. When your time runs out you've lost. If the action level is completed before the time runs out the remaining time is carried over into the next action level. The faster you complete one action level the more time you'll have for the next. The money bag indicates your remaining capital, if you cannot make the money last you do not stand a chance of winning the \$ 20,000 bet.

The health space indicates your present state of health. If you are weakened by the attacks on you and your state of health drops to zero, the game will be unsuccessfully

terminated. The remaining health points at the end of an action level are carried over into the next level. If you are good in one level you will have more health points at your disposal for the next.

Japan

They arrive in Yokohama to discover that all ships travelling to America are booked out. To discuss their problem of getting to America they retire to a dingy waterfront bar where they meet a group of Japanese acrobats celebrating their coming tour of America. Our heroes accept a challenge to act as the bottom row of a human pyramid, to win their way on board the ship that the acrobats are using to travel to America. They agree that for every failed attempt at holding the pyramid they will pay a certain amount of money to the acrobats. If they succeed in their attempts nothing stands in their way of getting to America.

Controls: You are the bottom man in the human pyramid and have to balance the five acrobats on your shoulders by moving forwards and backwards, and by skillfully keeping your balance. When you are in position the first acrobat runs from the right hand side and, with the help of a springboard, bounces into the air. You have to catch him on your shoulders by moving forwards and backwards. Once you have caught him he has a problem balancing, and tends towards either left or right, by moving simultaneously with him you must counteract the weight difference and keep him on your shoulders. The next acrobat runs from the left and wants to jump onto your left shoulder. The next one comes from the right and has to land in the middle, on top of the first and second acrobat. The next two acrobats have to land on the left and then the right hand side of him. If an acrobat is not caught and installed in the correct position the pyramid collapses, you lose an amount of money, and have to start again. You may attempt the pyramid as often as you like so long as your money and the time limit allows. Your movements are controlled by moving the joystick in the relative direction.

America

The land of opportunities, but also the land of many dangers. The train that you are travelling on is stopped and robbed by indians, Mr. Fogg is taken prisoner and only you, Passepartout, can save his scalp. To get to the indians camp you have to fight your way through savage wolves. Once you arrive in the indians camp they are full of respect for you, after all, you survived the wolves, and they give you a chance to save Mr. Fogg's life. You have to copy the medicine man's rain dance exactly, without making a mistake. For every mistake made an amount of money is taken from you. It seems now that there is no way of travelling any further, the bet seems to be lost. Suddenly out of the wilderness appears a trapper who owns a strange contraption, a wind sledge. On this sledge you can travel quickly over the snow and ice.

Joystick control

1. *Wolves:* You have to dodge the wolves by moving the joystick. Avoid being touched by them, every time you are touched you lose health points. You have to try to reach the indian camp to the right of the screen. Fire button: jump, the same function as moving the joystick upwards.

2. *Indians:* To save Mr. Fogg from almost certain death you have to try to dance the raindance, copying the medicine man's movements. Every mistake costs money, so be careful.

3. *Wind sledge:* To advance over the snow and ice you must reach a certain speed, this enables you to jump over the larger snow drifts. Before every rise in the landscape the sledge must be raised at the front and after this rise has been crossed it must be dropped immediately, to avoid turning the sledge over. Small holes must also be avoided using this method of raising the front of the sledge. When the sledge travels downhill the weight has to be moved to the front of the sledge to avoid having an accident. Health points and money are confiscated every time the sledge capsizes. It is important that the balance of the sledge is kept whilst you are travelling on a flat surface, and that no weight movement is carried out whilst it is in motion. To accomplish this the joystick must be kept in the central position.

England

Just before the successful completion of your journey an overzealous detective. Who has mistaken you for a bankrobber, catches you in London. Is this the end of the journey? So near and yet so far from victory? In the dungeons of London awaits the most evil enemy you have yet to face. But your name is Phileas Fogg and you can always pull some trick out of the bag.

Fire button: throw paving stones

If you are able to beat both time, the creature that confront you, and escape from dungeons of London, you have won. You have saved your honour, your pride and your money. You have travelled around the world in 80 Days.

IN 80 DAYS AROUND THE WORLD

Ladeanweisungen

C 64 Kassette Legen Sie die Seite A der Kassette in den Recorder und drücken Sie die Tasten SHIFT & RUN-STOP gleichzeitig. Danach ist PLAY am Recorder zu drücken. Auf Seite A befindet sich der Vorspann, auf Seite B das eigentliche Spiel. Nach einem GAME OVER muß Seite B zurückgespult werden, um mit dem Spiel erneut beginnen zu können.

C 64 Diskette Nach dem Einlegen der Seite A muß
L O A D * ö * * . 8 . 1 eingegeben werden.

Atari ST Die Diskette 1 muß vor dem Einschalten des Rechners in das Laufwerk A eingelegt werden.

Amiga Die Diskette 1 ist in Laufwerk 0 einzulegen, wenn die Workbench verlangt wird.

Was ist passiert?

Im Londoner Reform-Club wird eine Wette beschlossen: Pilleas Fogg will in 80 Tagen die Welt umreisen.

Vorspann

Es werden alle beteiligten Personen angezeigt. Nach einem Druck auf die Leertaste folgt das Titelbild, das durch erneuten Druck abgebrochen werden kann. Alle weiteren Bildschirmausgaben können ebenfalls durch die Leertaste abgebrochen werden.

Die Weltkarte

Ihre Position wird durch blinkende Punkte dargestellt. Der Notizblock enthält das aktuelle Datum und den zuletzt durchquerten Ort. Ihr Vermögen können Sie von der Geldtasche ablesen.

Durch Bewegen des Joysticks können Sie einen der folgenden vier Punkte auswählen und durch Feuer aktivieren.

1. Bribe (Bestechen)

Links unten wird das Verkehrsmittel angezeigt. Durch Bestechen kann die Fahrzeit verringert werden. Sie haben 3 Möglichkeiten:
EXIT verläßt das Menü ohne eine Aktion durchzuführen; mit dem mittleren Feld bestimmen Sie die Summe, der Feuerknopf bestätigt die Summe; mit BRIBE führen Sie die Bestechung durch.

2. Cards (Kartenspiel)

Es werden 5 Karten auf den Tisch gelegt, von denen die erste aufgedeckt wird. Sie müssen raten ob die nächste Karte höher (HIGH) oder tiefer (LOW) als die zuletzt aufgedeckte ist. Haben Sie falsch getippt verlieren Sie ihren Einsatz, ansonsten verdoppelt er sich. Erst nach der letzten Karte können sie ggf. Ihren Gewinn einstreichen.

3. Play

Der Spielverlauf wird beschleunigt, d.h. Sie gelangen sofort in den nächsten Actionlevel.

4. Pause

Wählen Sie Pause an, wird das Spiel angehalten, bis Sie den Feuerknopf drücken.

Vor und nach jedem Actionlevel erscheint eine Zeitungsmeldung. Sollte das Mißlingen Ihres Unternehmens bekanntgegeben werden, ist das Spiel beendet. Durch Druck auf die Leertaste oder den Feuerknopf wird ein Neues gestartet.

Statusanzeige in den Actionleveln

Alle Actionlevel sind zeitlich begrenzt. Die Restzeit wird durch TIME angezeigt. Haben Sie einen Actionlevel erfolgreich beendet, können Sie die verbleibende Zeit im nächsten Level zusätzlich nutzen.

Indien

Sie müssen den wilden Eingeborenen entkommen.

Die HEALTH-Anzeige zeigt Ihren momentanen Gesundheitszustand

Japan

Sie sind der unterste Mann einer menschlichen Pyramide und müssen durch hin- und hergehen, sowie durch Gewichtsverlagerung, die Balance halten.

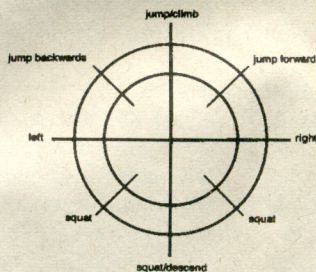
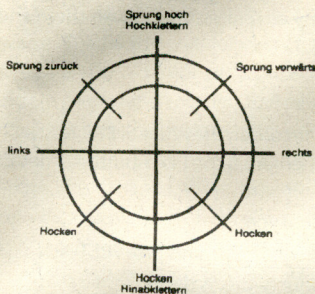
Amerika

Ihr Zug wird überfallen, Mr. Fogg gefangengenommen. Mit einem Windschlitten können Sie über Eis und Schnee zum Indianerdorf sausen. Den Wölfen müssen Sie ausweichen, da jede Berührung HEALTH-Punkte kostet. Im Indianerdorf müssen Sie den Regentanz nachtanzen, der Ihnen vom Mediziner vorgemacht wird. Mit dem Windschlitten benötigen Sie eine Mindestgeschwindigkeit um nicht in einer Schneewehe stecken zubleiben. Umkippen kostet Geld und HEALTH.

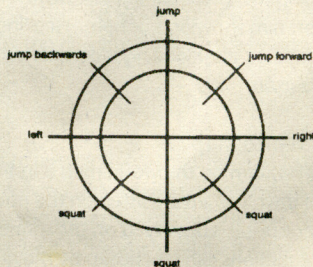
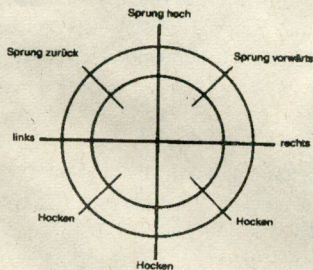
England

Sie müssen einem Detektiv, der Sie für einen Bankräuber hält, entkommen.
Mit dem Feuerknopf können Sie Ziegelsteine werfen.

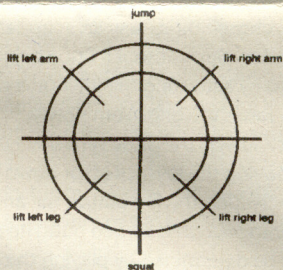
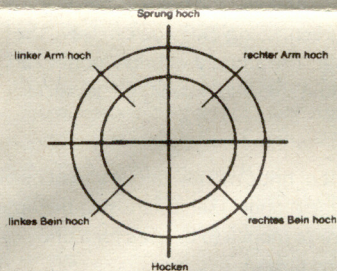
Indien / India



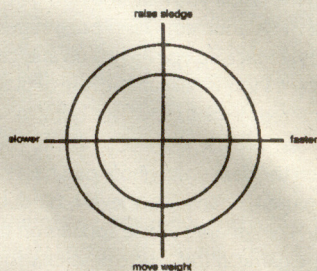
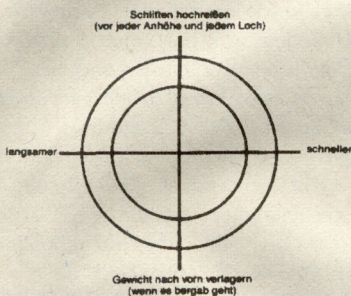
Amerika / America bei den Wölfen / Wolves



Amerika/ America Indianer/ Indians



Amerika/ America Windschlitten/ Wind sledge



England

